Winter Wonderland?

10 Santa
9 Rudolph
8 Yetis
7 ~~Jack~~ frosts
6 Ice Witches
5 Snowmen
4 Sledders
3 Snowball throwers
2 reindeer
1 Krampus
~~F~~
~~B~~

Vampire - killed by spy, leaping, quickness
Frankie - radius smash, immune to bombs
Werewolf - charging, slashing
Witch - charging, enchant
Mummy - every time dies it is a greatest attack "bro!" (victim goes away to the last empty space)
ghost - immune to ranged, [redacted]; "pass thru" 1 piece, possess (can possess bombs, and flag) no reg. attack or equal power pieces
Skeleton - Killing it knocks it down, can stand up as a turn but not right after
Fishman - can go in water zones, teleport between corr. water squares, destroy bombs
Bat - charging
Headless Horseman - leaping, adv. Pumpkin, quickness

fearless

King Arthur - Knight squires, beats other IOs
Merlin - vision, begone!, [redacted] disenchant
Red Knight - Repeat attack, my strike is yours to keep (1 per game)
Green Knight - Dwarven axe, self-bot repair (1 per game) re-start on any board edge
Knights - charging; +1 rank when charging, ~~charging~~, quickness, promote
Ladies of the Lake - knightbot repair if he died the last enemy turn, he goes next to her, enchant
Squires - ~~teleport~~ to knight's side, quickness
Men-At-Arms - ~~2 have longbow, 2 immune to ranged~~ longbow
Sappers - destroy bombs, immune to ranged attacks
Pages - charging castles - repair Men at arms
Vivien - (once per game) enchant a higher piece, cap'n doodleman, freeze

Supreme Overlord - vision, switch places of any 2 known (revealed) pieces
Mothership - leaping, adv. blaster, adv. cap'n doodleman (2 spaces away any direction)
~~Brain Aliens~~ Alien strategists - switch any 2 of your pieces (lower)
Alien Tripods - Heat Ray (unlimited distance, orth or diag start at outside orthodiag, keep going till you can't, quickness
Landing craft - repair alien beasts, invaders, and scouts
move over empty and occupied ~~enemy~~ squares - UFOs - leaping/slashing, charging/quickness, adv blaster, cap'n doodleman
Alien Beast - repeat attack, rampage
Alien Invader - destroy bombs, adv. blaster
Alien scout - charging/adv. blaster
'Griffin' Turner' Alien Spy - can bluff when vision'd, but must be consistent with response
Headcrabs - instead of killing the attacker, enchants it [redacted]

1. What did Native Americans use turkey feathers for? decoration
2. What is a female turkey called? a turkette
3. What is a year old turkey called? a duck
4. What color are baby turkeys? rainbow sparkle
5. What is the name of the ballroom dance named after the turkey? turkey-in-the-straw
6. Can turkeys see in color? how should I know?
7. What type of turkey can fly short distances up to 55 mph? a turkey ace.
8. What is a large group of turkeys called? an army
9. What do turkey heads do when they become excited? explode violently
10. Are turkey eggs larger or smaller than chicken eggs? larger than a bread box
11. What bird family are turkeys related to? velociraptors
12. What does the President of the US do for the live turkey presented to him each year? Sets him free
13. What is a male turkey called? a male turkey
14. What noise does a male turkey make? a gobble
15. What noise does a female turkey make? a gabble

sheriff - deputize a 5, 4, or 3 next to him,
Locomotive - charging, charge thru
cap'n doodleman
Banditos - Bombat repair, double adv. blaster
Cowboys - adv. blaster, shot first (when another shoots him, it misses and he fires back, lethally)
Deputies - cap'n doodleman, adv. blaster
Indians - Quickness, longbow, tracking* (* any piece the indian sees he can request to see later)
Chinamen - cloud of unvision†
Prospectors - destroy bombs, create bombs
Pumpcars - charging
Saloon Wench - can kill anything if strikes first
Dynamite - can be picked up and thrown as an adv.

† if any piece is visioned in this radius, he blocks it

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